



Exercise 5

1. Start putting together a plan for your final project. Given the chapter, the main goal is to put together state machine documentation. This can be a flowchart or (preferably) a state table. You may also need to create the diagrams from Lesson 2 to flesh out the design. Note: this **design planning**, thinking through the system, what you have and what you need. Keep in mind that these will not be the final version!
2. Extra credit: [Al Sweigart wrote many small games in Python](#). They are keyboard input so they don't have very fancy graphics. As with toys, most games have a huge state machine. Document the state machine for one of the games, suggested examples are [blackjack.py](#), [conwaysgameoflife.py](#), [snailrace.py](#), [zombiebitefight.py](#), and [montyhall.py](#). You do not need it to run to play the game but if you do and don't have python set up, you can put them in a new Python notebook at <https://colab.research.google.com/>